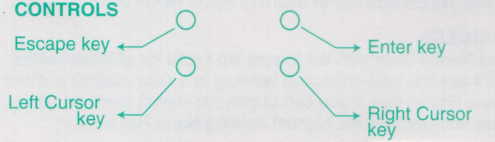
nano Racer™

INSTRUCTIONS

www. playmatestoys. com

With Nano Racer you can build and race your own custom race car on different tracks! You select the best combination of tires, suspension, airfoil, body and engine for each of three types of tracks and race to obtain the lowest qualifying time. But watch out - there are hazards that can set you back until you repair your car! After qualifying racing on each track, you can also connect your Nano Racer with others to Latch -'n-Match race!

CONTROLS



There are two different modes:
Timer Mode and Racer Mode

Before playing, remove the battery isolation strip and press the reset button using a pointed object.

TO BEGIN

Remove the Activation Tab by pulling it straight out. Your Nano Racer should now be activated. Before you go any further, you need to set the current time.

SET THE TIME

Reset the unit by having an adult use a pointed object (like a paper clip) to press the recessed button on the back side of the housing.
Press the Left cursor key to advance the hour.
Press the Right cursor key to advance the minutes.
Press the Enter key to start the Timer.

AGES 8 AND UP

Playmates®

Stock no. 40120

NAMING YOUR RACER

After setting the time, you may give your racer a name.
Press the Left Cursor key to scroll forward through the alphabet.
Press the Right Cursor key to scroll back through the alphabet.
Press the Escape key to move to the next character.
When you have finished entering up to 10 characters, press the Enter key to save the name and begin playing.

SOUND ON/OFF

Press the Escape key to enter timer mode.
Press the Enter key to turn the sound off
(bell disappears from display)
Press the Enter key to turn the sound on
(bell appears on display)
Press the Escape key to return to Racer mode.

SCORING

To check your standing:
Press the Left or Right Cursor keys to select the scoring icon
Press the Enter key to confirm
Press the Left and Right Cursor keys to review
Number of wins
Number of losses
Best lap time
Racer's Name and car number

BUILDING THE CAR

While in Racer Mode:
Press the Left or Right Cursor key to select the icon.
Press the Enter key to select car building.
The unit will display the current setup for your car including - suspension, tires, engine, body, airfoil and car number.

*Note: the various combinations possible for the setup of the car will influence the performance of the car on different tracks. You should experiment with different car setups to help obtain the lowest lap time on all three tracks.

Press the Enter key to begin selecting the body type.
Press the Left or Right Cursor keys to scroll through the 4 choices.
Press the Enter key to confirm the desired selection and move to tire selection.
Press the Left or Right Cursor keys to select hard, medium or soft compound tires.
Press the Enter key to confirm your tire selection and begin selecting the suspension.
Press the Left or Right Cursor keys to select the suspension with tall, medium or short springs.
Press the Enter key to confirm your suspension selection and begin selecting engine type.
Press the Left or Right cursor key to select the engine with short, medium or long stroke compression.
Press the Enter key to confirm your engine selection and begin selecting an airfoil.
Press the Left or Right Cursor key to select a High or Low downforce airfoil
Press the Enter key to confirm your airfoil selection and begin selecting a car number.
Press the Left or Right Cursor key to select a car number (0-9).
Press the Enter key to confirm your car number and review the current setup.
Press the Escape key to return to Racer Mode.

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FUEL & OIL

In order to race, you must have enough fuel and oil pressure. To check the fuel and oil levels:
Press the Left or Right Cursor key to select the icon.
Press the Enter key to select and display the current Fuel level.
Press the Enter key again to display the current Oil Pressure level.
Press the Enter key again to return to Racer Mode.

GAMES

To earn fuel and oil points you will need to play two different games.
Press the Left or Right Cursor keys to select the icon.
Press Enter to confirm.
Press the Left Cursor key to select Game I, or
Press the Right Cursor key to select Game II
Press Enter to confirm and begin playing the game selected.
Press Escape to return to Racer Mode when finished.

Game I - (for Fuel points)
This is a tire-catching game. The object is to use the Left and Right Cursor keys to move the tire jack back and forth to catch as many tires before time runs out. You should repeat playing Game I until your Fuel level is full.

Game II - (for Oil Pressure points)
This is a car-passing game. The object is pass as many cars as possible without crashing. The object is to use the Left and Right Cursor keys to move your car though three lanes of traffic, passing as many cars before time runs out without crashing. You should repeat playing Game II until your Oil Pressure level is full.

AGES 8 AND UP

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HAZARDS

If during racing you encounter a track hazard, you will see the hazard icon appear and you will need to return to the pits to fix your car before racing again. "Crew Chief Charlie" will be there to see if you are doing the job right!

If you see your car overheated, you will need to add water.
If your car is damaged in a crash, you will need to repair the body.
If you blow your engine up, you will need to replace the gasket .
If you blowout a tire, you will need to use the tire jack.

Press the Left or Right Cursor key to select the icon.
Press the Enter key to confirm.
Press the Left or Right Cursor key to select the proper tool.
If you make the correct selection, Crew Chief Charlie will smile at you and your car will be repaired.
If select the wrong tool, Charlie will frown at you and your car will remain damaged.
Once repairs are completed you may race again.

QUALIFYING

In order to race against other Nano Racers you will need to qualify on each of three tracks.

*Note: make sure you have enough Fuel and Oil Pressure, you do not have any hazards displayed and that your car has a good setup combination each time you go out on the track.

To begin qualifying:
Press the Left or Right Cursor key to select the icon.
Press the Enter key to confirm.
Press the Left or Right Cursor key to select the desired track.
Press Enter to confirm track selection and begin racing.

After the 3,2,1 countdown, Press the Left and Right Cursor keys as quickly as you can to accelerate your car along the track and obtain the lowest lap time.
At the end of your qualifying race you best lap time will be displayed.
Press the Escape key to return to Racer Mode.

LATCH-'N-MATCH RACE

In order to race against other Nano Racers, all racers will have had to qualify on all three tracks, not have any hazards displayed and have enough Fuel and Oil Pressure to race.
When you're ready to race:

Press the Left or Right Cursor key to select the icon.
Press the Enter key to confirm.
Press the Right or Left Cursor key to select the desired track.
Press the Enter key to confirm.
Connect the cars together and press any key on the first car on the left side and watch the race.
Disconnect the cars after the race is over and there is a winner.
Press the Escape key to return to Racer Mode or Timer Mode.

SUCCESS

The Nano Racer with the lowest lap times for all three tracks will have the best chance of winning in a race against another Nano Racer. See if you can obtain the lowest average lap time and become the highest ranking Nano Racer ever!

RESET

To start a new Nano Racer, have an adult use a pointed object (like a paper clip) to press the reset button on the back of the unit.

BATTERY REGULATION: Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

BATTERIES: 3 "button cell" (AG13) batteries are included with the unit. To replace them remove the cover and replace the batteries 3 at a time.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference recevied, including interference that may cause undesired operation.